APPARATUS, SYSTEM, AND METHOD FOR DRAPING ANNOTATIONS ON TO A

GEOMETRIC SURFACE

ABSTRACT

Vertices of an annotation are projected onto a surface of a (2D or 3D) model and reconnected to

5   preserve the original appearance of the annotation. The result of our method is a new set of

geometry for the annotation that geometrically conforms to the surface of the model. A plane is

defined by the midpoint of the original line segment and the two projected vertices. This plane is

used to create the new line segments that conform to the surface, e.g. by doing a "surface walk"

between the projected points along the line defined by the intersection of the plane and the

10 surface.